

**YOUR  
Oric**

**FOR A GREAT  
COMPUTER**

ORGANISED BY K. THOMPSON

ISSUE 8

DEC/JAN

STOP PRESS.....

**EUREKA! HAVE THEY HAD IT?**

It has recently been learned that Eureka! - the French company controlling Oric Products International are in receivership. W.E. visit Paris soon to assess the situation and will inform us, W.E. say there are at present a good selection of titles available at cheap rates - there is no need for panic buying!

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W.E. have acquired 'Abbot Computer Products Ltd' are now agents for Amstrad, supply most other computing equipment and are currently launching another company 'Abbot (Distribution) Ltd' to import directly from the Far East.

Anyone interested can obtain further details by telephoning W.E. - Abbot (06845) 69059/62061 or FAX (06845) 69237.

**INSIDE**

.....STOP PRESS

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# ORIC NEWS

## BYTE DRIVE SOFTWARE

Dr.R.McLaughlin has informed us of machine code software that's available for the BYTE DRIVE users written by himself for his company RAYZORSOFT. Here is a list of available software:

- 1) Conditional Macro Assembler.
- 2) Disk Manager (full screen disk editor)
- 3) WORD-SPEED (wordprocessor like WORDWISE for BBC)
- 4) Extended Basic & DOS (EPROM on expansion board as high as #B500 in text)

All are available for 10-sector and 11-sector hybrid cable systems.

Also for ORIC-1 & ATMOS cassette based machines:

- 1) Conditional Macro Assembler
- 2) Utilities for BASIC (renumber, OLD, block line delete, REM & space stripper, RESTORE to a line number)
- 3) WORD-SPEED (under preparation)
- 4) Extended basic/tape system (expansion board & software under preparation)

Further Dr.R.McLaughlin has managed to transfer cassette based software to BD500 disks, he also has many ORIC-1 & ATMOS addresses of system CALL's including all the arithmetic routines.

For further details concerning the above, you can write to Dr.R.McLaughlin at:

Dr.R.McLaughlin.  
28 Farmfields Close,  
Sheffield,  
S19 6LR.

## THEORIC ENDS!

Sad news has reached us here at Your Oric. The French magazine devoted to the Oric Owner has ended with the December issue. Theoric has published some 40 issues of the magazine. A great magazine that will be sadly missed by a lot of Oric Owners.

CALLING ALL TELESTRAT OWNERS

A USER GROUP NEEDS YOU!

A User Group is being set up for the Oric Telestrat computer. If any users of the Telestrat are interested in helping out in setting the group up should write to the following address: 8 Bluebell Estates, Pandy, Gwersyllt, Clwyd, LL11 2UG.



— Dick 'Kay' Thompson —

Avey

# Ed's Comment



Readers, sorry for the delay in getting this issue out to you. As mentioned we will be closing Your Oric very shortly, but not as a bumper issue. I feel that a bumper-issue of Your Oric would have been too sudden. So, what I have done is to split the bumper-issue into four separate issues. This way you will have Your Oric for another whole eight months.

There will not be the usual amount of news in the next four issues, because there isn't any. French Leave will keep you in touch with events from France. Archimedes will also be giving a list of names and addresses in France that stock Oric products.

Basic type-in programs in a new format, not seen in Your Oric before will play a major part in the issues to come. These type-in listings are of the best that you can expect. A taste of what's to come is shown by this issue's listings. They come from Mr. Williamson of Lancashire who sent in Line Drawings, Mr. Williams from Surrey sent in Siege an arcade game and Mr. Poat, from Cumbria who sent us Monitor a simple monitor routine.

All BASIC type-in listings are LOADED off from disc and therefore should be ERROR FREE. We will be featuring Interviews with Gary Munro the author of the Hellion, Micronet Chatline a scoop from the Heathrow Penta Hotel! And Adventure Spots that put Your Oric number 1. And of course our man Archimedes will be getting the latest news from France.

All I can say at this point, is the more pokes, cheats, listings, adventure problems we get the better the content of the newsletter. What do contributions make? A better Newsletter! So please send in anything that's of use, I would like to hear from you soon.

I would like to take this opportunity to thank Miss Judy Simms from Edgbaston, who wrote a lovely letter congratulating me on producing an excellent Oric Newsletter. What I have done is to repeat the lines that you don't understand in Word Square by A.J. Ford. Here they are below. Judy Simms also has asked me to ask other Oric Owners if they would like a Pen Friend, if so Judy Simms would like to hear from you, contact this address: FLAT 1, 20 Holly Road, Edgbaston, Birmingham, B16 9NH.

Well, yet again another great newsletter just gone out. I would like to wish all my readers, a very merry Xmas and a happy New Year.

## A.J. Ford's Word Square.

```
5 QU=#E6CA:SL=#E804:IFDEEK(#FFFC)=#F88FTHENQU=#E76A:SL=#E93D
20 PLAY7,0,1,1000:MUSIC1,1,1,0:MUSIC2,1,5,0:MUSIC3,1,8,0
38 PLOT3,10,"the size of the word puzzle."
110 NEXTX,Y:AS(SK,SK)=CHR$(32)
225 IFAS$=CHR$(10)ANDSY>1THENBS$(SX,SY)=BS$(SX,SY-1):BS$(SX,SY-1)=" ":SY=SY-1
253 IFMV<LM(SK)THENLM(SK)=MV
260 PLAY1,0,0,0:FORN=300TO100STEP-100:FORZ=NTON-50STEP-1:SOUND1,Z,8:NEXTZ,N
275 IFAS$="Y"THEN10ELSECLS:PAPER7:INK0:POKE#26A,3:POKE#BBA3,0:PING:END
170 PLOT28,7,CHR$(4)+"SKILL:"+STR$(SK-3):PLOT28,11,CHR$(3)+"ESC TO END"
```

K. Thompson

# FRENCH LEAVE BY ARCHIMEDES

Although once again there's lots of good news from France, the lead article in Your Oric No.7 set me thinking; as a result 'French Leave' this time falls into two parts. The first is really a collection of personal thoughts at what may be a cross-roads for the Oric in the U.K., the second the more usual racy news so beloved of my readers!

I can well remember the days when Oric U.K. had their head office with Tansoft in Cambridge, when you could call in and buy software or a copy of 'Oric Owner', when the 'Stratos' was promised, and all seemed well with the world. Oric even cottoned onto the software problem, and were about to launch a uniform range, properly packaged and marketed. Then a couple of creditors put the boot in (and the Reciever), and we all trembled...

Now, where do we stand today? Oric is French of course; it launched the Stratos as the Telestrat, a radically changed French version with the Basic reworked by one Fabrice Broche, and strongly angled to the current French passion for Prestel-type communications. It took a little time to get going, but established a niche in the market. Then, lo and behold, Oric had a good idea - to restart promoting the Atmos, and make the Telestrat totally compatible with the Oric-1 and Atmos, in other words to treat the Telestrat as a computer as well. And then an even better idea - an Oric shop, selling the whole range, with Oric buying the rights to the best existing software. And this time it's happened for real and is providing the success one would expect.

What does this mean for the U.K.? Well, firstly our dear old Oric is NOT dead as are some contemporaries. It is alive and kicking in Paris. What's more, Oric have a U.K. agent in W.E. Software, and while we have yet to see the recent strides taken in Paris reflected here, we do have a direct link to where the action is.

Again, in France there is a monthly glossy magazine, Theoric, dedicated to the Atmos and Telestrat. On a lesser scale, but just as importantly, the U.K. has 'Your Oric' - or will have as long as we really want it and are prepared to put more into it than the subscription.

Yet we are at a crossroads. Either U.K. Oric owners loose interest and dwindle in numbers, loose 'Your Oric' and cause W.E. to abandon their agency, or they move forward, each doing their bit to support W.E. Software and 'Your Oric' - and it need only be a bit if everyone joins in! The crucial thing to remember, with that far from being dead, the Atmos is currently on sale, with new software being written and a sound user base. Personally I have no desire to loose my Atmos - it's still one of the nicest home computers around, especially with some of the superb French Software.

And there's the rub - there are new English software titles being released, but the real source is, and now really has to be, France. This is especially so if you have a Microdisc, with Oric now selling over fifty titles from the Paris shop. After all, a French arcade game is as good as, if not better than any other, and just as easy (hard!) to play.

So where do all these ramblings lead? Well, I have yet to receive one letter from a reader of French Leave! Now that means either that all of you are satisfied, or that most readers aren't really concerned about French Software. And if it's the latter..... Q.E.D. (as Archimedes said?!), we dwindle on, while The Atmos remains buoyant in France.

So really this is a plea for involvement right across the range of Oric software by everyone anxious to see Oric survive in the U.K. - and for involvement in the one source of news and information in England - Your Oric. Just imagine losing the contact it gives you with other Atmos and Oric-1 owners, and with that French scene. Otherwise I can see dear old Archimedes organising cross-channel shopping trips to the Oric Shop in Paris... (now there's a thought!....See you in Calais? If you're tempted, drop me a line c/o Your Oric).

While in the U.K. Oric owner agonises and doubts, the contrast across the channel is marked. The test of Oric's strength now has to be the French marketplace, and there things are going great guns; which brings me back to earth and, mindful of our learned editor's deadline, to this times news...

Biggest news is Oric's release of the full Loriciels catalogue, including such greats as 3D Fongus, L'Aigle d'Or, Lorigraph, Super Jeep, Doggy, Stanley and Star. Also the Tansoft and Softek catalogues are secure in Oric's hands. Presumably W.E. Software can now secure regular supplies of these lists.

#### Atmos

Oric International have released some useful add-ons:

Real-time clock, battery back-up, 590F

RS232 Interface with full parameter flexibility from 50-19, 200 baud and 5 to 8 bits, 390F

V23 non-returnable modem, Full Duplex 1200/75 and Half Duplex 1200/1200 rates. 1000F incl. RS232 Interface.

V23 returnable modem due shortly - 1500F

FACSIM - turns your Oric-1/Atmos + Microdisc into a FAX machine, 390F

RTTY - same, but a telex machine - 390F

#### New Software

Oric International: Easytext word processor - disc, 390F

Bleu Ciel: D.A.O. - a 36 function graphics utility, icon driven - cassette, 160F

#### Telestrat

The steady flow continues:

From Oric: Messagerie - letterbox utility - disk, 1500F

Graph - utility using mouse, windows etc. - disc 200F

Dumparbo - prints videotext - disc, 200F

Statdisc - disc housekeeping utility - 250F

From CEITAE0: Pro.Videotext Editor - 190F

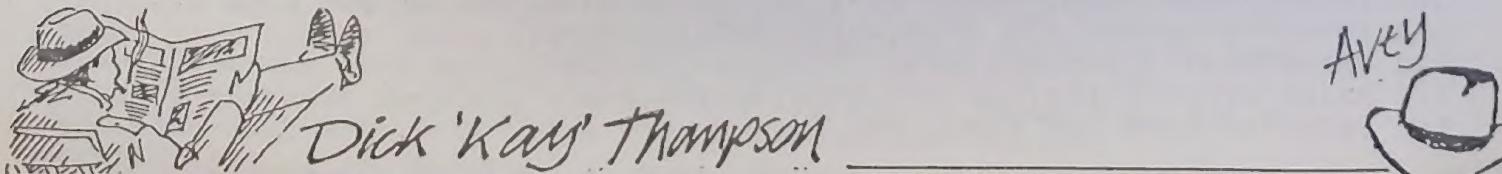
Now in the U.K. that would be quite a list to follow the one in Your Oric No.7!

And the crucial thing to notice is the support for the Oric-1/Atmos - Oric are actually producing add-on peripherals and effective software extensions as well as securing the best of the current software.

The most interesting news I've left to last. Oric will in November release a brand new computer, the Telestrat II. This will complement, not replace the Telestrat. It will come in a metal-case, with a detachable keyboard, and two 3" + double face double density (i.e. 800K) disc drives. It will have 80 columns, and a built in clock, assembler and full Telematic software. The price? 10,000F, or £1,000.

So now, are you really going to let your Oric (or even Your Oric) slide into oblivion - or will you take heart from what's happening in France, and remembering that your only English source of news and info from France is Your Oric, put pen to paper and keep our newsletter healthy and prosperous....as the French say, the more things change, the more they remain exactly the same!!! Let's each try and change a little so that we can keep things the same. Here's hoping we meet in the next issue.

Au revoir, Archimedes.



## HOW TO SUBMIT PROGRAMS TO 'YOUR ORIC'

All program listings should be sent in by tape with full details, we have our own printers to give a printout suitable for use in the Newsletter. It is therefore not essential that you send listings for BASIC programs. We must have listings for Machine Code though. If you wish for your programs to be returned please include a stamped Self Addressed Envelope. The address to write to is :-  
Hints & Tips, Your Oric, 41 Morden Gardens, Mitcham, Surrey CR4 4DH

## DISC AUTOLOAD MENU BY MICK POAT FOR ORIC-1/ATMOS

Mr Mick Poat has sent in another superb utility this program is aimed at the Disc Drive users amongst the readers and goes someway to solving the problem of having to type in the title of the program you want to load.

## ATTENTION ALL DRIVERS.....

Disc Drivers that is. This program is meant to be used as the 'BOOT UP' file on either ORICDOS or RANDOS. When a disc with this program saved on it, under the title 'BOOTUP', is loaded into the Drive and the reset button pressed, an Icon of a Disc is displayed in the top left corner of the screen. A flickering arrow is displayed beneath it, which can be moved under control of the cursor keys. If the arrow is placed over the Disc Icon and 'RETURN' is pressed, the program causes a DIRectory listing to be displayed. If the arrow is now moved so that it covers the first letter of the program you wish to load and 'RETURN' is pressed, the selected program will be loaded from Disc. A lot of typing is saved using this small BASIC program to load the required programs. I have included REM statements within the listing to enable anyone who wishes to, to extend the 'Icon/Arrow' idea to cover many other uses.

```
10 REM ****
20 REM
30 REM **      DISC AUTOLOAD MENU      **
40 REM
50 REM ****
60 REM
70 REM **  Mick Poat 1987.ORIC 1/ATMOS *
80 REM
90 REM ****
100 REM define icon
110 FORA=#B908 TO #B927:READB:POKEA,B:NEXT A
120 REM define arrow
130 FORA=#B7F0 TO #B7F7:READB:POKEA,B:NEXT A
140 DATA #FF,#20,#2F,#2F,#2F,#2E,#2C,#FF,#01,#3D,#3D,#3D,#3D,#1D,#0D
150 DATA #2C,#2E,#2F,#2F,#2F,#20 #FF,#0D,#1D,#3D,#3D,#3D,#3D,#01,#FF
160 DATA #3C,#38,#38,#24,#02,#01,#00,#00
170 REM text screen causes attribute problems
180 LORES 0
190 REM turn off cursor and keyclick
200 POKE#26A,10
210 PRINTCHR$(30):PRINT"      ";
220 PRINTCHR$(4);CHR$(27);"JAUTOLOADER";CHR$(4)
230 C=#BBA8
240 REM put icon on screen
250 DATA 9,33,34,8
260 DATA 9,35,36,8
270 FOR A=0 TO 3:READB:POKEC+A,B:NEXT A
280 FOR A=0 TO 3:READB:POKEC+40+A,B:NEXT A
290 REM instructions
300 PRINT:PRINT:PRINT:PRINT"Move the arrow with the cursor keys"
310 PRINT"to select the ICON. Press RET to print"
320 PRINT"disc directory. Move the arrow to the"
330 PRINT"first letter of the program you wish"
340 PRINT"to LOAD and press RET."
```

```
350 C=#BC49
360 REM loop to print and move arrow.
370 REM keyboard is read by PEEK #208
380 REPEAT
390 X=126
400 F=PEEK (C)
410 IF F=9 THEN X=F
420 POKEC,X
430 D=C:E=F
440 K=PEEK (#208)
450 POKED,E
460 IF K=188 THEN C=C+1
470 IF K=172 THEN C=C-1
480 POKED,X
490 IF K=156 THEN C=C+40
500 IF K=180 THEN C=C-40
510 POKED,E
520 IF (C<#BBA8) OR (C>#BFDF) THEN C=D:GOTO440
530 UNTIL K=175
540 REM if return is pressed this
550 REM routine checks to see if icon
560 REM is covered by arrow
570 IF F<33 THEN 380
580 IF (F<33) THEN 680
590 REM screen cleared and directory
600 REM printed.
610 LORES 0:PRINTCHR$(30):!DIR
620 C=#BC49
630 GOTO 380
640 REM if the first letter of a prog
650 REM title is found, the title is
660 REM made to flash and the prog
670 REM is loaded.
680 POKEC-1,12:POKEC+10,8
690 A$=" "
700 FOR A=0 TO 9
710 Z=PEEK (C+A)
720 IF Z<33 THEN 740
730 A$=A$+CHR$(Z)
740 NEXTA
750 !LOAD A$
```

#### SIEGE BY C.R.WILLIAMS FOR THE ORIC-1/ATMOS

C.Williams from Surrey has sent in 'Siege' an arcade game and is Issues 8 Pull-Out program, Mr Williams says.....  
In 'Siege', you take the part of a peasant, who incredibly, is the sole survivor of an enemy attack on your castle. Now the enemy troops are moving in for the final kill and are scaling the walls up towards you. Your only chance is to stop their progress. Help also comes from a number of cauldrons, which are filled with oil. These, when dropped, destroy all those troops on the wall at that instant. Unfortunately, you only have a limited supply, so use carefully.

'Z' moves left. 'X' moves right.

The 'Space Bar' is used to drop boulders while 'C', drops a cauldron of oil.

Entering Program - Type in program 1 and save this to tape with 'CSAVE"', AUTO. Wind on the tape a little and enter and save program 2 with 'CSAVE"GAME", AUTO'.

#### THE XENON SAGA BY S.G.DUTTON

RADON - Radon is a cross between a slow version of Galaxians and XER. The mothership sits at the top of the screen launching Kamikarzi fighters down the screen in vertical lines at you. Don't let the slow speed fool you as there are so many of them. Use a joystick to hurl your boomerang into the mothership reactor and watch it blow up. I can't guarantee complete success everytime with these tips but it may save your Oric from being hurled through the monitor in frustration!

# SIEGE

# Oric-1 Atmos

```

0 TEXT:CLS:PAPER0:INN7:POKEA49035,0:POKE618,10:POKE755,255:RESTORE
5 REM LINES 120-280 CAN BE OMITTED
10 FORA=46080+8*ASC("a") TO 46080+8*ASC("o")+7:READB:POKEA,B:NEXTN
15 REM CASTLE
20 DATA0,15,31,31,31,31,15,0
25 DATA0,60,62,62,62,62,62,60,0
30 REM BATTLEMENTS
35 DATA31,63,63,0,0,0,0,0
40 DATA50,60,60,28,28,31,0,0
45 DATA0,0,1,1,63,0,0
50 REM GRASS
55 DATA16,36,41,42,42,63,63,0
60 REM HERO
65 DATA28,62,58,63,62,28,24,60
70 DATA14,31,23,63,31,14,5,15
75 DATA45,46,44,36,50,22,18,35
80 DATA45,29,13,9,15,26,18,49
85 REM CLIMBER
90 DATA30,63,63,63,63,12,44,63
95 DATA30,63,63,63,63,12,13,63
100 DATA63,63,30,30,18,18,50,3
105 DATA63,63,30,30,18,18,19,48
110 REM BOULDER
115 DATA30,63,63,63,63,63,30
120 REM MORE OF THE SAME (NOS)
125 FORA=46080+8*ASC("0") TO 46080+8*ASC("9")+7:READB:POKEA,B:NEXTN
130 DATA62,54,34,34,34,34,62,0
135 DATA12,4,4,4,4,4,0
140 DATA62,2,2,62,32,32,62,0
145 DATA62,2,2,62,2,2,62,0
150 DATA34,34,34,62,2,2,2,0
155 DATA62,32,32,62,2,2,62,0
160 DATA32,32,32,62,34,34,62,0
165 DATA62,2,2,2,2,2,2,0
170 DATA62,34,34,62,34,34,62,0
175 DATA62,34,34,62,2,2,2,0
180 REM EVEN MORE OF THE SAME (LTS)
185 FORX=1TO15
190 READD:A=8#D
195 FORN=0TO7:READF
200 POKE45080+A,N,F:NEXTN
205 NEXTX
210 DATA65,62,34,34,62,34,34,34,0
215 DATA66,62,34,34,62,34,34,62,0
220 DATA67,62,32,32,32,32,32,62,0
225 DATA68,62,34,34,34,34,34,62,0

230 DATA69,62,32,32,62,32,32,62,0
235 DATA71,62,32,32,32,38,34,62,0
240 DATA77,62,42,42,42,34,34,34,34,0
245 DATA78,62,34,34,34,34,34,34,34,0
250 DATA79,62,34,34,34,34,34,34,62,0
255 DATA80,62,34,34,62,32,32,32,0
260 DATA82,60,36,36,62,34,34,34,0
265 DATA83,62,32,32,62,2,2,62,0
270 DATA85,34,34,34,34,34,34,34,62,0
275 DATA87,34,34,34,42,42,42,62,0
280 DATA87,34,34,34,62,8,8,8,0
285 REM LOADING SCREEN

290 PLTO0,10,20:PLTO0,13,20
295 FORN=1TO12:PLTO15,N,CHR$(10)+CHR$(N-10)+"SIEGE":NEXTN
300 PLTO0,16,5:PLTO9,16,"WRITTEN BY C.WILLIAMS"
305 PLTO0,19,1:PLTO9,19,"LEAVE TAPE RUNNING..."
310 CLOAD"SIEGE"

Listung 2

0 HI=3360
5 REM M LOOP
10 GOSUB540
15 GOSUB400
20 GOSUB940
25 GOSUB105
30 GOTO20
35 REM MOVE ATTACKERS
40 C=C+1
45 IFC=3 THEN C=1
50 IFSCRN(A(C),B(C)-1)<>32THEN50TC95
55 PLTOA(C),B(C)," ";PLTOA(C),B(C)+1," "
60 B(C)=B(C)-1
65 TFB(C)=9THEN50TC320
70 M=B(C)/2
75 IFN=INT(M) THENPLTOA(C),B(C),"V";PLTOA(C),B(C)+1,"n":60TC95
80 PLTOA(C),B(C),"1";PLTOA(C),B(C)+1,"n"
85 IFW=1 THENRETURN
90 FORN=1TO10:NEXTN
95 RETURN
100 REM KEYS
105 X1=X
110 K#=KEY#
115 IFK$="THENGOT0125

```

## Oric-1 Atmos

# Oric-1 Atmos

```
580 IFSK<10RSK>9THENW0575
1585 IFSK=1THENW=80
590 IFSK=2THENW=70
595 IFSK=3THENW=60
600 IFSK=4THENW=50
605 IFSK=5THENW=40
610 IFSK=6THENW=30
615 IFSK=7THENW=20
620 IFSK=8THENW=10
625 IFSK=9THENW=1
630 CLS:RETURN

635 REM ****
640 REM *
645 REM * THE END *
650 REM *
655 REM ****
9000 LPRINTCHR$(15); "LK";CHR$(20);
9010 END
```

## MONITOR

By Mick Poat

## Atmos

This is a very simple monitor routine for the ORIC ATMOS. When the FUNCT key is depressed, the current execution address will be displayed at the bottom left of the screen, in either TEXT or HIRES mode.

It works by intercepting the IRQ vector at 0245, so will not work when these interrupts are disabled, eg during CLOAD. When FUNCT is pressed, program execution stops until it is released again. The routine is self relocating by changing the start address AD in line 100. Check sums are included for most of the DATA, but if lines 200 to 270 are used, double check them before running the loader.

```
100 AD=#400
105 ST=AD:EN=AD+#5B
110 FOR LI=1000 TO 1050 STEP 10
120 CS=0:FOR N=0 TO 15:READ D$
130 V=VAL(" "+D$):CS=CS+V:POKE AD,V
140 AD=AD+1:NEXT N:READ D$
150 IF VAL(" "+D$)=CS THEN 170
160 PRINT "DATA ERROR IN LINE";LI:END
170 NEXT LI
190 REM LINES 200 TO 270 NOT NEEDED
195 REM IF AD=#400 IN LINE 100
200 DOKE ST+49,ST+68
210 DOKE ST+55,ST+68
220 DOKE ST+53,ST+18
230 DOKE ST+72,ST+79
240 H=INT((ST+13)/356)
250 L=ST+13-256+H
260 POKE ST+2,L

270 POKE ST+4,H
500 PRINT "SET TAPE TO RECORD & PRESS KEY"
510 GETK$:CSAVE"MONITOR",AST,EEN,AUTO
520 CALL ST:END
1000 DATA 78,A9,0D,A0,04,8D,45,02,8C,46,02,58,60,48,8A,48,054C
1010 DATA 98,48,A9,0E,A2,EF,20,90,F5,A9,BD,8D,00,03,A0,04,0767
1020 DATA 88,D0,FD,AD,00,03,29,08,F0,12,BA,A0,06,BD,05,01,065B
1030 DATA 20,44,04,BD,06,01,20,44,04,4C,12,04,68,A9,59,AA,0418
1040 DATA 68,4C,22,EE,48,29,0F,20,4F,04,68,4A,4A,4A,4A,C9,0510
1050 DATA 0A,90,02,69,06,59,30,99,90,BF,88,60,00,00,00,00,0474
2999 LPRINTCHR$(15); "POP";CHR$(20);
3000 END
```

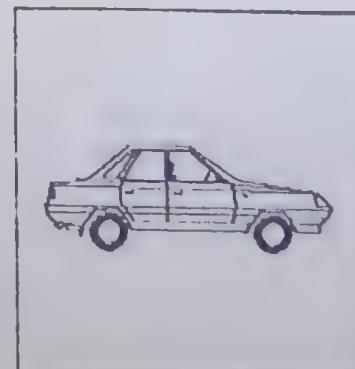
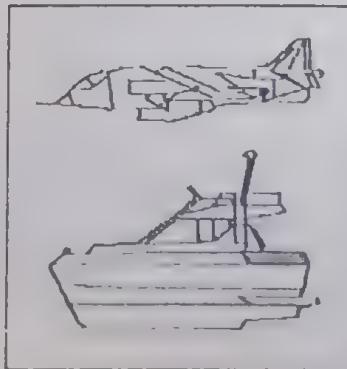
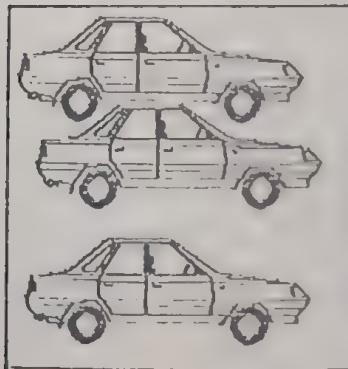
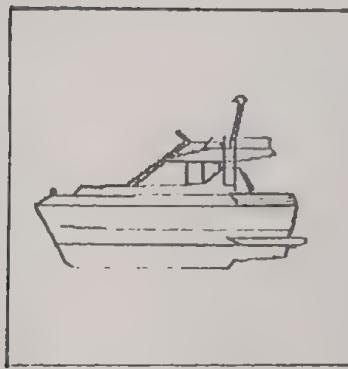
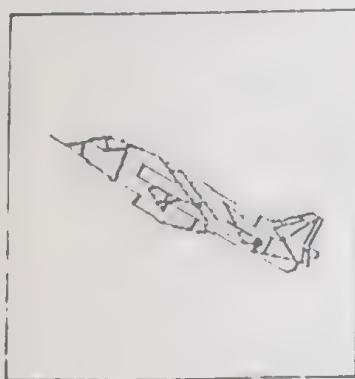


# LINE DRAWINGS

By Tom Williamson

Here are a collection of Hires line drawings that was sent into us by Tom Williamson of Lancashire. Tom says, "I'm not an expert on the programming side of computers, but I can draw a bit!".

There are two listings for Tom's drawings. The first listing contains drawings of Humble Abode, La Femme, Executive Car, and Food For Thought. The second has drawings for Cruiser, Jump Jet, Canine and again Food For Thought.



# Atmos

1020 REM \*\*\*\*\*

REM

10 REM "LINE DRAWINGS"

15 PLAY0,0,0,0

20 TEXT:CLS:PAPER0:INV2:PRTE613,2:PRNTC48035,0  
30 PRINTCHR\$(27);"J LINE DRAWINGS"

40 PRINT"T"

50 PRINTCHR\$(4);

60 PRINTCHR\$(27);"V";CHR\$(27);"Q";

70 PRINTCHR\$(27);"J LINE DRAWINGS"

90 PRINTCHR\$(4)

100 PRINTCHR\$(27);

110 PRINT"!"

120 PRINTCHR\$(6)

130 PRINT

150 PRINT:PRINTCHR\$(4);

155 PRINTCHR\$(27);"A";

165 PRINTCHR\$(27);"J 1. HUMBLE ABODE"

162 PRINT

164 PRINT

170 PRINT

175 PRINTCHR\$(27);"B";

180 PRINTCHR\$(27);"J 2. LA FEMME "

190 PRINT

200 PRINT

210 PRINT

215 PRINTCHR\$(27);"E";

220 PRINTCHR\$(27);"J 3. EVENTIVE CARE"

230 PRINT

240 PRINT

250 PRINT

255 PRINTCHR\$(27);"F";

260 PRINTCHR\$(27);"J 4. FOOD FOR THOUGHT"

270 PRINT

295 PRINTCHR\$(4)

300 PRINT:PRINTCHR\$(27);"T";CHR\$(27);"G";

302 PRINTCHR\$(27);"L Please type a number"

310 MUSIC1,2,11,8:PLAY2,0,7,2000:WAIT20:PLAY0,0,0

315 GET RS

320 R=VAL(R\$):IF R>0:THEN320

330 ON R GOTO 1000,2000,3000,4000

340 END

350 REM

1010 FEM + HUMBLE ABODE \*



1030 REM

1035 CLS:WAIT20

1045 PRINT" HUMBLE PRINTER\$(17):PAPER4:INV4:WAIT 50

1050 PRINT" HUMBLE ABOVE"

1052 INV0:MUSIC1,3,11,8:PLAY3,0,7,2000

1054 CURSET 50,50,1

1056 GOSEB 1060

1058 GOTO 1500

1059 DRAM50,-30,1:DRAM0,0,1:DRAM50,30,1:DRAW-140,0,1

1070 DRAM2,2,1:DRAM13,0,1:DRAM2,-2,1:DRAW-2,2,3:DRAW2,100,1:DRAM-136,0,1

1080 DRAM,-99,1:DRAM34,4,0

1082 PLAY0,0,0,0

1087 GETR 1110

1088 WAIT 50:PLAY0,0,0:WAITED

1103 GOTO 1150

1110 REM MINDIG: DRAMC 0,1:DRAMD,20,1:DRAM-23,0,1:DRAM,-29,1:DRAM1,1,0

1112 MUSIC1,3,1,1,2:PLAY3,0,7,2000

1120 DRAM3,0,1:DRAM,19,1:DRAM-26,0,1:DRAM0,-19,1:DRAM0,6,1:DRAM,0,1

1130 DRAM,1:DRAM-25,0,1:DRAM,11,1:DRAM0,0,1:DRAM3,0,1

1140 DRAM0,A,1:DRAM-32,0,1:DRAM,-4,1:DRAM3,0,1:RETURN

1150 CURMOV 42,-19,0:MOVE13,11,0

1154 WAIT 40:PLAY0,0,0:WAIT40

1160 CURMOV0,20,0:MOVE11,0

1164 WAIT40:PLAY0,0,0:WAIT40

1170 CURMOV4,-12,-19,0:MOVE11,0

1174 WAIT40:PLAY0,0,0:WAIT40

1180 CURMOV7,0,-15,0

1189 IF A&L,7,0,1:DRAM0,45,1:DRAM-45,1:DRAM-45,1:DRAM,0,1:DRAM,17,1

1192 CURMOV1,-1,-3,0:MOVE11,0,0:MOVE11,0

1202 WAIT40:PLAY0,0,0:WAIT40

1205 REM OTHER DOOR

1210 CURMOV,-2,1,-21,0

1214 MUSIC1,3,11,4:PLAY5 ,0,7,2000

1220 DRAM-17,6,1:DRAM,45,1:DRAM-7,0,1:DRAM,-45,1:DRAM-3,24,0:MOVE1,1

1230 CURMOV 0,-3,0:DEAN-11,0,1:DEAN,-17,1:DEAN11,0,1:DEAN0,17,1

1240 WAIT40:PLAY0,0,0:WAIT40

1250 RETURN

1260 INFO

1510 PRINT:PRINT"PRESS ANY KEY FOR MENU:"

1520 GET RS

1530 CURSET 1540

1540 PAPER0:DO WHILE:WAIT0:END

1550 END

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2000 REM
2010 REM
2020 REM *****
2030 REM * LA FEMME *
2040 REM *****
2050 REM
2060 REM
2065 CLS:WAIT80
2070 HIRESPRINTCHR$(17):PAFEC0:INK0:WAIT 80:PRINT
2071 PRINT" LA FEMME"
2072 CURSET100,18,0
2074 GOSUB 2080
2076 GOTO 2480
2080 DRAW10,-2,1:DRAW10,7,1:DRAW10,-5,1:DRAW10,2,1:DRAW10,9,1
2090 DRAW10,8,1:DRAW10,9,1:DRAW5,10,1:DRAW5,10,10,1:DRAW2,10,1
2100 DRAW-2,10,1:DRAW-2,10,1:DRAW3,30,1:DRAW5,8,1:DRAW2,8,1:DRAW-3,10,1
2110 DRAW-3,6,1:DRAW-4,8,1:DRAW-5,4,1:DRAW-3,4,1:DRAW-5,-9,1
2120 DRAW-7,-6,1:DRAW-5,-10,1:DRAW-5,-10,1:DRAW10,-7,1:DRAW 8,-8,1
2130 DRAW2,-10,1:DRAW1,-10,1:DRAW1,-10,1:DRAW0,-10,1:DRAW-8,-5,1
2140 DRAW-10,-3,1:DRAW-5,-3,1:DRAW-5,-3,1:DRAW-5,-10,1:DRAW1,-10,1
2150 DRAW-4,-10,1:DRAW-2,10,1:CURMOV-1,0,1:DRAW-2,-10,1:DRAW-4,5,1
2160 DRAW-6,5,1:DRAW-10,5,1:DRAW-3,10,1:DRAW0,10,1:DRAW4,4,1
2170 DRAW2,10,1:DRAW2,10,1:DRAW-2,10,1:DRAW-1,10,1:DRAW-4,4,1
2180 DRAW-10,6,1:DRAW-10,6,1:DRAW-5,4,1:DRAW-8,3,1
2182 REM
2185 CURMOV3,-2,1: DRAW0,-10,1:DRAW-2,-10,1
2190 DRAW-3,-10,1:DRAW2,-10,1:DRAW2,-10,1
2195 DRAW1,-10,1:DRAW2,-10,1:DRAW-2,-10,1
2200 DRAW2,-10,1:DRAW2,-11,1:DRAW6,-22,1:DRAW8,-18,1:DRAW16,-9,1
2215 CURMOV 71,162,1:DRAW35,18,1
2220 CURMOV-90,-106,0:CIRCLE1,1:CIRCLE3,1
2230 CURMOV-5,-3,1:DRAW 8,0,1:DRAW-12,0,1:DRAW2,-4,1:DRAW3,-4,1:DRAW3,-2,1
2240 DRAW7,7,3:DRAW3,-3,1:DRAW2,-2,3:DRAW-3,-3,3:DRAW-2,-4,3
2250 DRAW5,-3,1:DRAW2,2,1:DRAW-12,-1,1:DRAW-3,1,1
2260 CURMOV36,6,1:CIRCLE1,1:CIRCLE3,1:CURMOV3,-3,1:DRAW-8,0,1:DRAW-4,6,1
2270 DRAW12,0,1:DRAW3,-4,1:DRAW-3,-2,1:DRAW-7,7,3:DRAW-3,-3,1:DRAW-2,-2,3
2280 DRAW3,-2,3:DRAW12,0,3:DRAW2,-2,3:DRAW-6,-3,1:DRAW-12,2,2,1:DRAW12,-1,1
2290 DRAW3,1,1:DRAW-15,1,3:DRAW-3,10,1:DRAW2,2,3:DRAW-1,2,1
2295 REM NOSE
2300 DRAW2,13,3:DRAW2,2,1:DRAW0,2,1:DRAW-2,2,1:DRAW-2,0,1
2310 DRAW-1,1,1:DRAW-5,0,1:DRAW-2,0,1:DRAW-2,-2,1:DRAW0,-2,1
2320 DRAW1,-1,1:DRAW10,0,3:DRAW 0,2,1
2330 REM MOUTH
2340 CURMOV-7,10,1
2350 DRAW2,0,1:DRAW3,0,3:DRAW1,0,1:DRAW4,1,1:DRAW-5,0,1:DRAW-1,0,0
2360 DRAW12,-18,1:DRAW32,0,1:DRAW22,18,1:DRAW-36,0,1:DRAW0,-19,1:DRAW1,7,3
2370 DRAW4,1,1:DRAW20,0,1:DRAW-4,1:DRAW-16,0,1:DRAW4,1,1:DRAW12,0,1
2380 DRAW-4,1,1:DRAW 8,0,1
2390 DRAW15,13,0:DRAW-3,2,1:DRAW-5,0,1:DRAW-8,-2,1:DRAW-5,-5,1
2470 RETURN
2480 INK7
2490 REM 1000:TEXTLIST 2290-2400
2500 INK7:WAIT200:PAPER4:WAIT200:PAPER1:WAIT200:PAPER2:WAIT200:INK0
2510 WAIT200:PAPER5:WAIT200:PAPER6:WAIT200:PAPER3:WAIT200:PAPER7
2520 CLS:PRINT:PRINT"PRESS ANY KEY FOR MENU:""
2530 GET A$ ON A GOTO 2550
2540 ON A GOTO 2550
2550 PAPER0:INK0:CLS:WAIT80:GOTO15
2560 END
3000 REM
3010 REM
3020 REM *****
3030 REM * EXECUTIVE CAR *
3040 REM *****
3050 REM
3060 REM
3070 HIRES:PRINTCHR$(17):PAPER0:INK7:PRINT
3071 PRINT" EXECUTIVE CAR":WAIT80
3072 CURSET 70,140,0
3074 GOSUB 3080
3076 GOTO 3310
3080 CIRCLE12,1:CIRCLE11,1:CIRCLE10,1:CIRCLE9,1:CIRCLE8,1
3090 CURMOV13,-2,0:DRAW76,0,1:CURMOV16,2,0:CIRCLE12,1:CIRCLE11,1:CIRCLE10,1
3100 CIRCLE8,1:CIRCLE8,1:CURMOV14,-2,3:DRAW15,0,1:DRAW0,-4,1:CURMOV5,-5,1
3110 DRAW3,-5,1:DRAW-4,0,1:DRAW-178,0,1:DRAW15,0,3:DRAW0,-15,3:DRAW 98,0,1
3120 DRAW0,5,1:DRAW9,9,1:DRAW-9,-9,1:DRAW-50,-7,1:DRAW-30,-20,1
3130 DRAW-40,0,1:DRAW-25,20,1:DRAW-15,3,1:DRAW-10,0,1:DRAW-2,-13,1
3140 DRAW-2,0,1:DRAW2,7,1:DRAW4,4,1:DRAW5,0,1:DRAW-5,2,1:DRAW4,2,1
3150 DRAW4,-3,1:DRAW0,3,1:DRAW2,0,1:DRAW4,4,0,1:DRAW-4,0,1:DRAW-1,3,1
3160 DRAW1,-5,1:DRAW8,-11,1:DRAW14,-1,1:DRAW3,3,1:DRAW5,9,1:DRAW-2,-4,1
3170 DRAW79,0,1:DRAW-5,6,1:DRAW2,0,1:DRAW3,-5,1:DRAW6,-8,1:DRAW14,0,1
3180 DRAW5,5,1:DRAW3,7,1:DRAW-3,-5,1:DRAW8,0,1:DRAW5,-4,1:DRAW-24,0,1
3190 DRAW-19,-1,3:DRAW-87,0,1:DRAW-19,0,3:DRAW-30,0,1:DRAW8,6,3:DRAW15,3,1
3200 DRAW-22,-17,3:DRAW4,0,1:DRAW0,-6,1:DRAW-3,0,1:DRAW1,2,3:DRAW170,2,1
3210 DRAW2,1:DRAW-4,0,1:DRAW7,0,1:DRAW-50,-5,3:DRAW-2,0,1
3220 DRAW-1,-1,3:DRAW2,0,1:DRAW-3,17,3:DRAW2,-10,1:DRAW-2,-14,1:DRAW-2,0,3
3230 DRAW-25,-20,1:DRAW-37,0,1:DRAW-19,16,1:DRAW0,2,1:DRAW3,0,1:DRAW13,-18,1
3240 DRAW20,0,1:DRAW0,25,1:DRAW0,19,1:DRAW-22,0,1:DRAW-6,-8,1:DRAW-3,-3,1
3250 DRAW0,-7,1:DRAW1,-7,1:DRAW12,-18,1:DRAW17,0,1:DRAW0,18,1:DRAW-28,0,1
3260 DRAW12,-18,1:DRAW32,0,1:DRAW22,18,1:DRAW-36,0,1:DRAW0,-19,1:DRAW1,7,3
3270 DRAW0,11,1:DRAW1,0,1:DRAW0,-10,1:DRAW0,5,1:DRAW0,2,3

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3280 DRAW0,3,1:DRAW1,0,1:DRAW0,-2,1:DRAW20,3,3:DRAW2,-5,1:DRAW5,5,3
3290 DRAW0,-5,1:DRAW3,3,1:DRAW-3,3,1:DRAW-28,6,3:DRAW5,0,1:DRAW0,1,1
3300 DRAW-4,0,1:DRAW-27,0,3:DRAW-5,0,1:DRAW0,-1,1:DRAW4,0,1
3305 PLAY0,3,0,0:SOUND4,7,5
3308 RETURN
3310 INK7:WAIT300:INK6:WAIT300:INK5:WAIT300:INK4:WAIT300:INK3:WAIT300:INK2
3320 WAIT300:INK1
3500 PRINT:PRINT"PRESS ANY KEY FOR MENU:""
3510 GET A$ 
3520 ONA GOTO 3530
3530 PAPE0:INK0:CLS:WAIT80:GOT015
3540 END
3600 END
4000 REM
4010 REM FOOD FOR THOUGHT
4020 REM
4025 Q.S:WAIT80
4030 HIRES:CLS:PRINTCHR$(17)
4060 PAPER0:INK7
4080 PRINT"      FOOD FOR THOUGHT"
4090 WAIT 100
4110 CLSET 90, 30,0:GOSUB 1060
4115 WAIT 100
4118 PRINT:PRINT
4120 CLSET 55,187,0:GOSUB 3060
4130 WAIT 1000:PLAY0,0,0,0
4200 HIRES:PAPE4:PRINTCHR$(17):WAIT100
4210 CLSET 90,187,0:GOSUB3060:WAIT100
4220 CLSET 60,130,0:GOSUB3060:WAIT100
4230 CLSET47,75,0:GOSUB3060:WAIT 1000
4999 PLAY0,0,0,0
5000 WAIT2000:PAPER0:INK0:WAIT80:GOT0 15
5000 END
330 R=VAL(6$):IFR=10FF$4 THEN 320
340 ON R GOSUB 1000,2000,3000,4000
390 END
1000 REM *****  

1010 REM * CRUISER *
1020 REM *****.PPI
1030 REM
1032 REM
1034 OLS
1040 HIRES:PRINTCHR$(17):PAPER4:INK4:WAIT 80
1050 PRINT:PRINT"
1060 CLSET 30,100,0
1062 GOSUB 1070
1064 GOTO 1300

```



listing 2

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0 REM YOUR ORIC NEWSLETTER 1987
1 REM
10 REM "LINE DRAWINGS"
12 REM by Tom Williamson 1986
14 PLAY0,0,0,0
15 OLS
20 TEXT:POKE 618,2:POKE48035,0:PAPER0:INK2:WAIT30
30 PRINTCHR$(27):

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1070 DRAW 169,0,1:DRAW-3,15,1:DRAW-110,0,1:DRAW-40,-2,1:DRAW-16,-13,3
1080 DRAW20,36,1:DRAWS,3,1:DRAW100,0,1:DRAW4,-5,1:DRAW33,-2,1:DRAW1,-6,1
1090 DRAW4,0,1:DRAWS,-3,1:DRAW0,-3,1:DRAW50,0,1:DRAW8,4,1:DRAW37,0,1
1100 DRAW-156,0,1:DRAW0,1,3:DRAW155,0,1:DRAW5,-5,-3:DRAW1,-5,1:DRAW5,-15,3
1110 DRAW-4,-8,1:DRAW-40,0,1:DRAW5,7,1:DRAW38,0,1:DRAW-1,-2,1:DRAW-37,0,1
1120 DRAW-2,-2,1:DRAW37,0,1:DRAW-1,-2,1:DRAW-37,0,1:DRAW-118,1,1:DRAW-9,6,1
1130 DRAW9,-6,3:DRAW0,-2,1:DRAW2,0,3:CIRCLE2,1:DRAW2,2,1:DRAW10,0,1
1140 DRAW5,-5,1:DRAW80,-3,1:DRAW10,-8,1:DRAW0,-5,1:DRAW-35,0,1:DRAW-18,14,1
1150 DRAW-3,1,3:DRAW18,-13,1:DRAW-3,-1,1:DRAW-18,13,1:DRAW-20,1,1
1155 REM
1160 DRAW49,-14,3:DRAW18,-15,1:DRAW-5,-5,1:DRAW1,-1,1:DRAW7,7,1:DRAW-13,10,1
1170 DRAW25,-6,1:DRAW40,0,1:DRAW3,4,1:DRAW-25,4,1:DRAW-45,0,1:DRAW13,0,3
1180 DRAW0,14,1:DRAW10,0,1:DRAW0,-14,1:DRAW11,4,3:DRAW13,0,1:DRAW7,15,1
1190 DRAW2,-2,1:DRAW-6,-10,1:DRAW-1,0,1:DRAW-5,8,3:DRAW-7,0,1:DRAW40,-30,1
1200 DRAW-8,0,1:DRAW-7,8,1:DRAW-7,-5,3:DRAW19,0,1:DRAW2,4,1:DRAW5,0,3
1210 DRAW0,-3,1:TEAM,-25,1:DRAW-1,-2,1:DRAW-3,0,1:DRAW3,-3,1:DRAW3,0,1
1220 DRAW5,3,1:DRAW-2,0,1:DRAW-3,25,1:DRAW0,5,1:DRAW22,0,3:DRAW0,-7,1
1230 DRAW-22,0,1:DRAW0,33,1
1290 RETURN
1300 INK7:WAIT 1000
1310 CLS:PRINT:PRESS ANY KEY FOR MENU:""
1320 GET $$
1330 GIA GOTO 1290
1340 INK0:PAERO:CLS:GOTO 15
1400 END *****
2000 REM *****
2010 REM * JUMP JET *
2020 REM *****
2030 REM *****
2040 REM
2045 CLS
2050 HRES:PRINTCHR$(17):PAPER4:INK4:WAIT$0:PRINT
2051 PRINT" JUMP JET"
2052 CURSET175,90,1
2054 GOSUB 2050
2056 GOTO 2300
2060 DRAW0,-1,1:TEAM8,0,1:DRAW8,-4,1:DRAW12,-11,1:DRAW4,-2,1
2070 DRAW6,0,1:DRAW0,12,1:DRAW5,0,1:DRAW-41,0,1:DRAW0,6,1:DRAW18,6,1
2080 DRAW-5,0,3:DRAW0,10,1:DRAW-6,3,3:DRAW28,-8,1:DRAW7,0,1:DRAW-5,-9,1
2090 DRAW-25,0,1:DRAW0,-2,1:DRAW14,-13,1:DRAW-3,0,1:DRAW7,0,1:DRAW4,-7,3
2100 DRAW-11,19,1:DRAW0,1,3:DRAW0,-17,1:DRAW3,0,1:DRAW5,16,3:DRAW3,3,1
2110 DRAW-2,3,1:DRAW-2,0,1:DRAW-7,-3,1:DRAW4,8,1:DRAW-5,1,1:DRAW-14,-9,1
2120 DRAW-5,0,3:DRAW17,8,1:DRAW5,0,3:DRAW0,7,1:DRAW-3,3,1:DRAW-26,0,1
2130 DRAW0,-4,1:DRAW-7,0,1:DRAW0,2,1:DRAW-25,0,1:DRAW-38,-16,1:DRAW0,-1,1
2140 DRAW7,-2,1:DRAW35,15,1:DRAW15,0,1:DRAW5,3,1:DRAW2,13,1:DRAW5,1,1:DRAW1,3,1:DRAW-1,3,1
2150 CIRCLE2,1:CIRCLE3,1:DRAW1,1:CIRCLE1,1:CIRCLE3,0,3:DRAW0,-3,1:DRAW-19,0,1

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3300 DRAW-10,0,1:CURMOV3,-17,1:DRAW4,?,-1,1:DRAW5,0,1:DRAW5,-1,-1:DRAW9,-3,1
3310 DRAW-3,-3,1:DRAW-3,0,1:DRAW-4,-10,1:DRAW-1,-12,1:DRAW2,-19,1
3320 CURMOV-9,55,1:DRAW-1,-4,1:DRAW-2,-5,1:DRAW-1,-10,1:DRAW-2,-11,1
3330 DRAW2,-25,1:DRAW4,-10,1:DRAW-3,-9,1:DRAW1,-9,1
3340 REM CHEST
3350 CURMOV6,34,1:DRAW-10,1,1:DRAW-8,-2,1:DRAW-8,-3,1
3360 DRAW6,4,1:DRAW-6,4,1:DRAW-6,4,1
3370 REM HIND LEG
3380 DRAW5,10,1:DRAW-10,6,1:DRAW-5,3,1:DRAW-4,6,1:DRAW0,10,1:DRAW3,0,1
3390 DRAW2,3,1:DRAW0,3,1:DRAW-12,0,1
3400 REM TAIL
3410 CURMOV14,-24,1:DRAW-2,10,1:DRAW-5,6,1:DRAW13,0,1:DRAW4,-22,1
3420 REM LAST LEG
3430 CURMOV0,2,1:DRAW10,12,1:DRAW7,0,1:DRAW0,-3,1:DRAW-3,-3,1:DRAW-4,0,1
3440 DRAW-4,-4,1:DRAW0,-5,1:DRAW5,-6,1:DRAW5,-6,1:DRAW4,-8,1
3450 REM DETAIL
3460 CURMOV-10,31,1:DRAW3,0,1:DRAW2,3,1:CURMOV-36,14,1:DRAW3,0,1:DRAW2,3,1
3480 CURMOV-5,-20,1:DRAW4,-6,1
3490 CURMOV6,-47,1:DRAW4,2,1:DRAW2,4,1:DRAW4,-2,1:DRAW5,4,1:DRAW5,2,1
3500 DRAW5,4,1:DRAW5,-1,1:DRAW6,4,1:DRAW8,6,1
3510 CURMOV14,0,1:DRAW10,-8,1
3520 CURMOV-2,-35,1:DRAW5,12,1:DRAW3,-8,1:DRAW3,-2,1
3530 CURMOV-10,-15,1:DRAW3,4,1:DRAW5,2,1:DRAW5,4,1:DRAW1,3,1:DRAW1,6,1
3540 CURMOV7,-28,1:DRAW1,-9,1:DRAW6,-1,1:DRAW-1,-3,1:DRAW0,-3,1:DRAW3,-2,1
3550 CURMOV-8,2,1:DRAW4,0,1:DRAW-2,-2,1:DRAW-3,2,1
3560 CURMOV-15,7,1:DRAW3,11,1:DRAW4,7,1
3570 CURMOV2,93,1:DRAW3,0,1:DRAW2,2,1
3580 CURMOV-10,6,1:DRAW3,0,1:DRAW2,3,1
3590 RETURN
3600 REM COLOURS

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3610 WAIT 500:PAPER4:WAIT500:PAPER1:WAIT500:PAPER2:WAIT500:PAPER1:WAIT500  
 3620 PAPER5:WAIT500:PAPER5:WAIT500:PAPER3:WAIT500:PAPER7  
 3630 CLS:PRINT:PRINT:PRESS ANY KEY FOR MENU:  
 3640 GET A\$  
 3650 ORA GOTO 3660  
 3660 PAPER0:INK0:CLS:WAIT80:GOTO15  
 3700 END  
 4000 REM FOOD FOR THOUGHT  
 4010 REM FOOD FOR THOUGHT  
 4020 REM  
 4030 HIRES:PAPE0:INV7  
 4040 PRINTCHR\$(117):PRINT"FOOD FOR THOUGHT"  
 4050 CURSET 35,150,0:GOOSUB 1070  
 4060 WAIT 100  
 4070 CURSET170,30,0:GOOSUB2060:WAIT1000  
 4072 HIRES  
 4074 PRINTCHR\$(117)  
 4080 WAIT80:INV7:PAPEA  
 4090 CURSET 30,180,0:GOOSUB 3110  
 4100 WAIT1100:CURSET32,180,0:GOOSUB 3110  
 4110 WAIT 300:CURSET34,180,0:GOOSUB 3110  
 4120 CURSET36,180,0:GOOSUB 3110:WAIT 100  
 4130 CURSET38,180,0:GOOSUB 3110  
 4140 WAIT500  
 4300 HIRES:PRINTCHR\$(117):PAPE1:INV7  
 4310 CURSET170,30,0:GOOSUB2040:WAIT100  
 4320 CURSET170,80,0:GOOSUB2040:WAIT100  
 4340 CURSET170,120,0:GOOSUB2060  
 4500 WAIT 1000:INK0:PAPER0:CLS:GOTO 15  
 5000 END  
 8000 LPINTCHR\$(115):"345745";CHR\$(20);  
 8001 END